**Name: Take Home DYRT Quiz 6-7 Period:**

(This is a normal quiz grade. Use your book. Do your best. Answer completely. Write neatly.)

**Chapter 6: The Giant’s Drink**

1. Describe the battleroom. What importance do gravity, lasers, and spacesuits have there?
2. How do Ender and Alai become friends? What is surprising about Ender’s relationship with Alai?
3. Who do the boys choose to be their launch leader? Why does their choice seem appropriate?
4. Describe the computer game. Why can’t Ender beat the giant at first? How does he eventually win? What lesson does this teach Ender?

**Chapter 7: Salamander**

1. Why is Ender promoted? What is surprising about his promotion?
2. Describe the computer game now that Ender has beaten the giant. How does Ender identify with the children in the game?
3. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?
4. What lessons does Ender learn from Bonzo Madrid about being a commander? What instructions does Bonzo give Ender concerning battles?
5. Why are adults the real enemies?
6. Why does Ender practice with his original Launchie group? What sorts of things does he teach them? How does Bonzo feel about Ender’s practices?
7. Discuss Salamander’s battle with Condor. What does Ender realize at its conclusion?
8. Why does Ender become suddenly homesick?
9. Discuss Salamander’s battle with Leopard. How does Bonzo react to Ender’s actions during the battle?